



Dennis Koble

AVALANCHE

APX-10003 APX-20003

User-Written Software for ATARI Home Computers



# AVALANCHE

by

Dennis Koble

## USER INSTRUCTIONS

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## GAME OVERVIEW

AVALANCHE<sup>tm</sup> is a paddle game of speed and dexterity. An avalanche of rocks is poised overhead, ready to pummel you. The object is to score as many points as possible by absorbing the falling rocks with a series of shields before the rocks hit the ground. You maneuver your shields back and forth across the screen by turning the knob of your paddle. Your chosen bonus level determines the number of misses you're allowed and the number of points you must obtain to earn an extra turn. Compete against your own best score or against another player.

## REQUIRED ACCESSORIES

16K RAM  
ATARI 410 Program Recorder for cassette version  
ATARI 810 Disk Drive for diskette version  
A set of ATARI Paddle Controllers

## GETTING STARTED

### Setting up

1. Plug your paddle controller into the first controller jack of your computer console.
2. If you have the diskette version of the game:
  - a. Turn on your disk drive, insert the game diskette, and power up your computer.
  - b. When the READY prompt displays, type DOS to call up the menu.
  - c. Enter menu selection L (for binary load).
  - d. To the "LOAD FROM WHAT FILE?" prompt, enter AVAL and press RETURN. (If you have more than one disk drive, indicate the drive number before the file name, e.g., D2:AVAL, for disk drive two.) The game will load into RAM.

### If you have the cassette version of the game:

- a. Have your computer turned OFF.
- b. Insert the game cassette in the program recorder, press REWIND, and then press PLAY.
- c. Turn on the computer while holding down the START key.
- d. When you hear a beep, release START and press RETURN. The game will load into RAM.
- e. TURN OFF your program recorder by pressing STOP after the game has loaded.

### The first display screen

You'll see a screen containing scoring information at the top; a four-layer avalanche; the

text "AVALANCHE", "(c) ATARI 1980", and "BONUS PLAY FOR 300"; and four shields moving back and forth across the surface and absorbing falling rocks.

#### OPTION-->bonus levels

Before starting to play, choose a bonus level to determine the number of misses you're allowed and the number of points you must accumulate to earn an extra turn. Press OPTION to select the bonus level you want. Your choices are:

BONUS PLAY FOR 300-->3 misses; 1 extra for scoring 300 points or more  
BONUS PLAY FOR 500-->4 misses; 1 extra for scoring 500 points or more  
BONUS PLAY FOR 700-->5 misses; 1 extra for scoring 700 points or more  
BONUS PLAY FOR 900-->6 misses; 1 extra for scoring 900 points or more

#### SELECT-->number of players

Press SELECT to choose a one-player or two-player game. If only "#1" appears in the scoring area at the top of the screen, you've selected a one-player game. If "#1" and "#2" display, you have a two-player game. Players alternate turns.

#### Press START

After you've chosen your bonus level and number of players, press START to begin playing. The avalanche will start falling in about 10 seconds, or you can press the orange button on your paddle to start sooner.

### PLAYING THE GAME

By turning your paddle knob, maneuver your six shields to keep the rocks from hitting the ground. Each rock that gets by you counts as a miss (that is, a turn). As you absorb the rocks, your shields wear away—each one decreases in size and then disappears altogether, until you have only one small shield. At the same time, the rocks fall faster as you progress through the layers to the smaller rocks. If you're dexterous enough to absorb the entire mass, you face successive avalanches, but you start each new round with fewer shields.

### SCORING

The first line of the scoring display at the top of the screen shows the number of misses for the current player and the highest game score of either player for all the games played so far at a given bonus level. The program keeps track of the best score for each bonus level, and it displays the correct best score as you select different bonus levels.

Each player's current score displays in the second line. You earn one point per rock in the first layer, two points per rock in the second layer, and so on, up to six points per rock in the sixth layer. The same scoring applies to each avalanche you work your way through.

### RESTARTING AND REPLAYING THE GAME

You can interrupt the game at any time and restart it by pressing START, selecting your bonus level and number of players, and pressing START again.

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1. Name and APX number of program \_\_\_\_\_

2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate and/or comprehensive?

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- Easy to use
- User-oriented (e.g., menus, prompts, clear language)
- Enjoyable
- Self-instructive
- Useful (non-game software)
- Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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8. What did you especially like about the user instructions?

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the software or user instructions:

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STAMP

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